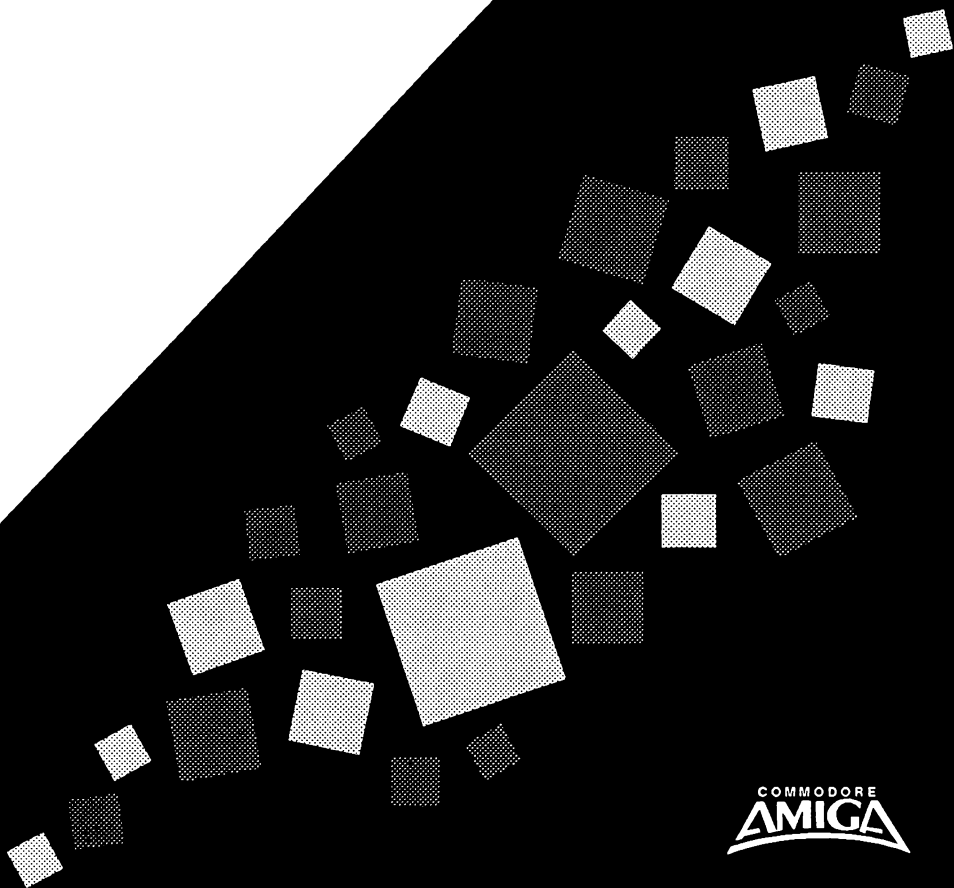


DISKMASTER

The •Ultimate• Disk• Utility• System



COMMODORE
AMIGA

PROGRESSIVE PERIPHERALS & SOFTWARE

Credits

The DiskMaster program: Written by Greg Cunningham.
User Manual : Written by Greg Cunningham & Jonathan M. Campbell.
User Manual rewritten & edited by: Chris Hanson

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1. Getting Started

1.1. Hardware and Software Requirements

- An Amiga computer with at least 512k of memory.
- Amiga Kickstart 1.2 or later (if you own an Amiga 1000).
- You will also need Amiga ARC, LHARC, and Amiga ZOO to utilize the archive options. These programs may be found at your local Amiga dealer or user group. For more information on the purpose and use of ARC, LHARC, and ZOO, refer to the section of this manual called Working with Archives.
- Two disk drives recommended, but not required.

1.2. Making a Backup

Make Backup copies!!! Don't use the original program disk!!! The DiskMaster disk is not copy-protected in any way and may be copied with any of the following methods:

1.2.1 For One Disk Drive:

1. Boot your Amiga using your normal Workbench disk.
2. Replace the Workbench disk with the original DiskMaster disk.
3. Click once on the **DiskMaster** disk icon.
4. Select **Duplicate** from the **Workbench** menu.
5. Swap disks as instructed by the requesters.
6. When the copy process is done, click on the **copy_of_DiskMaster** disk icon.
7. Select **Rename** from the **Workbench** menu.
8. Change the **copy_of_DiskMaster** field to read **DiskMaster**.
9. Place the original DiskMaster disk in a safe place.

1.2.2. For Two Disk Drives:

1.2.2.1. Workbench Method:

1. Boot your Amiga using your normal Workbench disk.
2. Place the original DiskMaster disk in one drive and a blank disk in the other.
3. Drag the **DiskMaster** disk icon over to, and on top of the blank disk icon. (The icon for the blank disk may read **DF0:BAD** or **DF1:BAD** or something similar)
4. Replace disks as instructed by the requesters.
5. When the copy process is done, click on the **copy_of_DiskMaster** disk icon.
6. Select **Rename** from the **Workbench** menu.
7. Change the **copy_of_DiskMaster** field to read **DiskMaster**.
8. Place the original DiskMaster disk in a safe place.

1.2.2.2. CLI Method:

1. Boot your Amiga using your normal Workbench disk.
2. If you do not already have a CLI or Shell, open a CLI or Shell by double-clicking on the CLI or Shell icon.
3. Type into the CLI or Shell **SYS:System/Diskcopy DF0: to DF1:**, and press [Return].
4. Place the original DiskMaster disk into the internal drive and a blank disk into the external drive and press [Return].
5. Place the original DiskMaster disk in a safe place. The backup disk is already named correctly using this method.

2. Running DiskMaster

2.1. From Workbench:

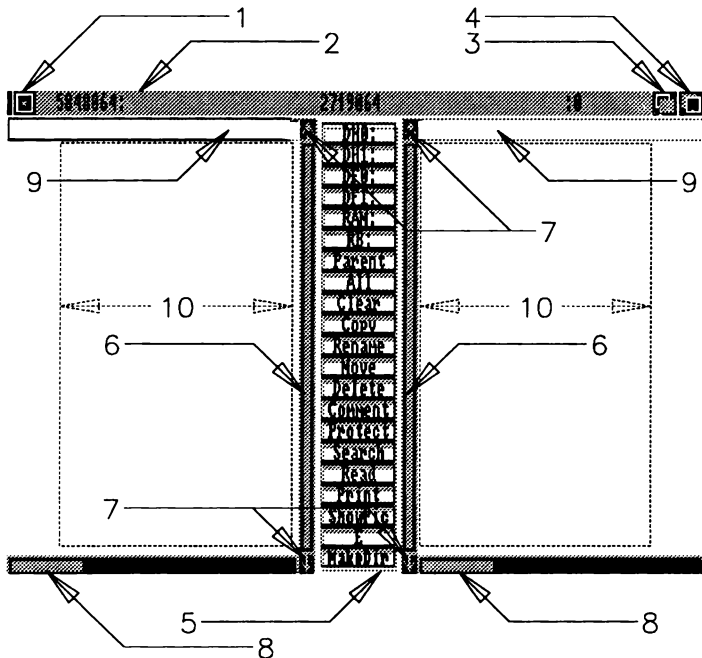
Using the mouse, double-click on the **DiskMaster** icon.

2.2. From the CLI:

Type **[pathname] diskmaster** into an active CLI window.

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3. Elements of the DiskMaster Screen



- 1 Close Gadget
- 2 Title Bar
- 3 Screen To Back
- 4 Screen To Front
- 5 Operation Gadgets Column

- 6 Vertical Scroll Bars
- 7 Scroll Gadgets
- 8 Horizontal Scroll Bars
- 9 Directory Paths
- 10 File Display Windows

3.1. Close Gadget

The top left corner of the screen contains the **Close** gadget. Click on this gadget to quit DiskMaster.

3.2. Title Bar

Across the top of the screen is the **Title Bar**. Place the pointer over the Title Bar, and hold down the left mouse button to “slide” the screen up and down. Important information is also displayed in the Title Bar: amount of free memory available, along with volume name and space available on disk.

3.3. Screen To Back

3.4. Screen To Front

In the top right portion of the screen are two gadgets: **Screen To Back** and **Screen To Front**. Clicking the select button on the left gadget will put the DiskMaster screen at the back of all the other screens. Clicking on the right gadget on DiskMaster’s screen will bring DiskMaster to the front of all the other screens.

3.5. Operation Gadgets Column

The vertical column of control buttons in the center of the DiskMaster screen are the **Operation Gadgets**. Clicking the select button on top of any of these gadgets causes that operation to be performed.

3.6. Vertical Scroll Bars

The large vertical bars on the left and right of the Operation Gadgets are the **Scroll Bars**. These work the same as the standard Amiga window Scroll Bars. If the directory is larger than the display window, then the scroll bar will shorten, indicating how much of the directory is being viewed. To view the remainder of the directory, click and hold on the Scroll Bar with the Select

button and drag it up or down. Alternately, if you click in the unfilled Scroll Bar space with the Select button, the Scroll Bar will move in the direction you clicked, one screen at a time.

3.7. Scroll Gadgets

The arrows above and below the Scroll Bars are called **Scroll Gadgets**. Click the Select button on one of these and the directory will move one file in the direction the arrow is pointing. Click and hold the Select button on a Scroll Gadget to quickly scroll the directory in the direction of the arrow.

3.8. Horizontal Scroll Bars

The horizontal bars at the bottom of the screen are **Horizontal Scroll Bars**. They work in the same manner as the Vertical Scroll Bars. These will be used to display other information about the files. From left to right, the information displayed is: filename, size of file, file creation date and time, file protect bits, and file comment.

3.9. Directory Paths

Just below the Title Bar are the left and right **Directory Paths**. Clicking the Select Button in these and typing a directory path, then pressing [Return] will load the directory and display it in the windows below.

3.10. Source / Destination Indicators

In order to tell which displayed directory is the Source, and which is the Destination, look at the colored box around the directory path. The Source directory will be highlighted, in a different color than the destination directory. When the Copy or Move gadgets are used, the files **chosen will be copied from the Source directory**

Destination directory. The other Operation Gadgets affect files on the Source Side only. To switch the source and destination directories, click on the directory window that you wish to become the source.

3.11. File Display Windows

The two large windows on either side of the Operation Gadgets Column show the actual filenames. To select any file or directory for a particular operation, just highlight it by clicking on it with the **Select** button. If you decide you don't want a file or directory highlighted, simply click on it again to turn off the highlighting.

To select a number of files in a Source window, click on one of the files with the **Select** button and hold down the button. Now, still holding the button down, move the mouse pointer up and down the list of files. Every file that the pointer touches is selected. When you have selected all the files you want, release the **Select** button.

If you want to select all of the files and directories in a Source window, click on the **All** gadget. If you wish to de-select all the files and directories of the Source window, click on the **Clear** gadget.

The total number of files selected and the total number of bytes will be displayed in the Title Bar. This gives you an idea of how much disk space you may be deleting or copying to another disk.

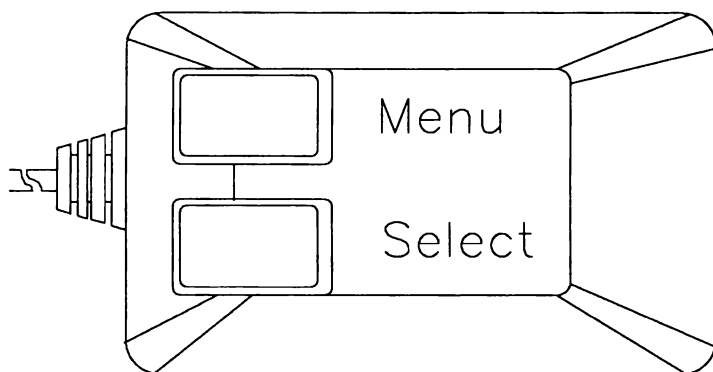
When using the default color settings, file names are displayed in white and directories are displayed in red above the file names. (To adjust the display colors in DiskMaster, see **[Configure/SetColors]**)

Note: While DiskMaster is in operation, pressing the [Escape] key aborts the current operation, leaving the remainder of the selected files selected. This may also happen if DiskMaster encounters an error.

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4. *Your Mouse*

The standard Amiga mouse has two buttons on it, the left or **Select** button, and the right or **Menu** button. The Select button is usually used by 'Clicking' it — that is, pointing at an object, pressing down the button, and immediately releasing it. Unless otherwise noted, **Clicking** is used to mean using the Select button. The Menu button is usually held down while pointing at an object or menu.



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5. *Menus*

Holding down the Menu button changes the title bar into the **Menu Bar**. When the Menu button is released, the Menu Bar will revert into the Title Bar. When the Menu Bar is active, three menu headers can be seen. These are **Project**, **Configure**, and **Archive**. Touching one of these menu headers with the mouse pointer will cause a menu with many items to appear beneath it. Moving down these menus will highlight the individual menu items in turn. Releasing the Menu button will select the highlighted menu item.

5.1 *[Project/...] — The Project Menu*

5.1.1. *[Project/Disk Copy] — Copying Disks*

To copy a 3.5" disk to another 3.5" disk, select **Disk Copy** from the **Project** menu. A requester will appear indicating **Source** and **Destination** drives. Clicking on **DF0:** will change the Source disk to **DF1:**, **DF2:**, **DF3:**, and back to **DF0:**. The same holds true for the Destination disk. Be sure the correct disks are in the Correct disk drives and the Destination disk is not write protected. Click on **Okay** to start or **Cancel** to abort the disk copy.

5.1.2. *[Project/Format] — Formatting Disks*

To format a 3.5" or 5.25" disk, select **Format** from the **Project** menu. A requester will appear indicating the drive to be formatted. Click on **DF0:** to change it to **DF1:**, **DF2:**, **DF3:**, and then back to **DF0:**. Clicking on **Install** will toggle it on or off. If **Install** is on, the disk to be formatted will also be installed, or made "bootable." If the

disk is already formatted, and has no errors, then select the **Clear** gadget. This will quickly blank the disk and install it if **Install** is active. Selecting **Verify** will cause it to check for errors while formatting. After making the proper selections, enter the name of the disk and press [Return] or click on **Okay** to start or **Cancel** to abort the format.

5.1.3. [Project/Print Dir] — Printing Directory Information

This operation will print all selected filenames in the Source window along with size, date, time, protection and comment. To print all files, select **All**, or select the files to be printed manually.

5.1.4. [Project/Workbench] — Pull Workbench Forward

This menu will push DiskMaster's screen to the back so that the Workbench screen may be viewed and used, much like clicking DiskMaster's **Screen To Back** gadget.

5.1.5. [Project/About] — Credits

This option displays the copyright and credits, just as they are displayed when the program is first run.

5.2 [Configure/...] — The Configure Menu

The configure menu contains items that allow you to customize DiskMaster to your own tastes. The changes you make can be saved in your **Devs:** directory by using the **[Configure/Save Config]** menu.

5.2.1. [Configure/Set Colors] — Setting Screen Colors

Click and hold the Menu button. Move the pointer over the **Configure** menu header and then down to **Set Colors**. Release the menu button. A color palette window will appear. The color control slide bars that appear work much the same as the horizontal Scroll Bar: moving the slide bar beside **R** will change the red registers, **G** the green, and **B** the blue.

When you are satisfied with the colors, click on the **Close** box at the top left corner of the palette window. If you don't like the changes that were just made, click on the **Cancel** gadget. You may leave the palette on while using DiskMaster.

5.2.2. [Configure/Resolution] — Setting Resolution

When you point to **Resolution** under the **Configure** item in the Menu Bar, a sub menu pops up showing **Lo-res**, **Hi-res** and **Half-height**, with a check mark beside the current resolution. Lo-res is the default mode for DiskMaster. If you move to Hi-res and release, the screen will reappear in Hi-resolution mode. If a severe flicker results, adjusting the colors may help reduce the flicker. Half-height puts DiskMaster into a split-screen mode, which shows as many files Lo-res mode, but only taking up half of the screen. This allows you to use another program in the area of the screen that DiskMaster no longer obscures. This mode may flicker like the Hi-res mode.

5.2.3. [Configure/Small Font] — Making the Font Narrower

Selecting **Small Font** from the **Configure** menu will cause all text in either File Display Window to be displayed in a narrower font, allowing you to see more of the file dates and info.

5.2.4. [Configure/Auto Dir] — Automatically Reading the Root Directory

Selecting **Auto Dir** from the **Configure** menu will make DiskMaster automatically read the root directory of the current device should the current disk be changed. If you remove the disk and don't replace it with another disk, DiskMaster will display the root directory of **SYS**:

5.2.5. [Configure/Info Copy] — Saving File Date, Time, and Comment

Selecting **Info Copy** from the **Configure** menu will cause DiskMaster to preserve the file date, time, and comment when files are copied or moved to another device or directory. Otherwise, DiskMaster will update the date and time.

5.2.6. [Configure/Confirm] — Confirm Deletions

Selecting this menu item will cause DiskMaster to present a requester asking **Files will be lost. Continue?** Whenever you select the **Delete Operation Gadget**. This will allow you to confirm or abort the deleting by clicking the **Select** button on either **Okay** or **Cancel** respectively.

5.2.7. *[Configure/Set Protect] — Protecting Files*

This feature is used in conjunction with the **Protect Gadget**. Selecting **Set Protect** from the **Configure** menu will show a requester window showing the letters: **HSPARWED**. **HSPARWED** stands for:

- H - Indicates that the file should be Hidden.
- S - Indicates that the file is an AmigaDOS Script.
- P - Indicates that the file is Pure and can be made Resident.
- A - Archive bit. Used by hard disk backup programs.
- R - Indicates that the file may be read.
- W - Indicates that a file may be updated or written to.
- E - Indicates a file may be executed.
- D - Indicates a file may be deleted from the disk.

These may be clicked to toggle each bit on or off. A hyphen (-) signifies that a given bit is in the opposite state than noted above. When the **Protect** gadget is selected all selected files will be set with this setting.

5.2.8. *[Configure/Set Pattern] — Pattern Searches*

This feature is used in conjunction with the **All** gadget. Selecting **Set Pattern** from the **Configure** menu gives you the ability to select all directories or files with names that fit a particular pattern. An asterisk (*) means that the **All** gadget will select all files and directories of the similar pattern.

For example, changing this to *.info will cause the **All** gadget to select only files with the .info at the end. Similarly, *C* will cause the **All** button to select all files with a C in them. C* will cause it to select all files beginning with a C.

The All button will also work on other file information, such as date, time, protection, and comment. For example, *Dec 27, 1987 5:?? PM* will cause the All button to select only those files created on December 27, 1987, between 5:00 PM and 5:59 PM. Notice the two spaces between the year and the hour.

When indicating hours or dates with only one digit, an additional space is required to fill the tens space.

5.2.9. [Configure/Cmd 1] — External Commands

This is used in conjunction with the gadget labeled **Cmd 1**. This can reconfigure the gadget to use external commands which use a filename as an argument. For example, defining it as **Execute** will cause the gadget to execute selected batch files using AmigaDOS Execute. Commands such as **Run** and **Ed** may be used, respectively, to run a selected program or to edit a selected file. Clicking the menu button on the Cmd 1 gadget will cause it to scroll through ten commands. The command currently displayed in the gadget may be altered by selecting it from the **Configure** menu.

An example of using the External Command buttons to call the **ED** text editor and to call the **NewCLI** command follows.

To set up DiskMaster to call the **ED** program with a selected file, you must first select a External Command button to replace. Scroll through the External Commands by placing the mouse pointer on the External Command button and clicking the Menu button. When you have found a command you wish to replace, select the menu item of the same name, from the Configure menu. A requester appears, showing the current External Command. Click the Select button on where the current External Command's name

is displayed, and a cursor appears, allowing you to edit the name. Using the [Backspace] or [Delete] keys, erase the current name, and type

ED %s

and press the [Return] key. The requester will disappear, and the External Command button will now read “ED”. Now, if you select a file, and click on the External Command button, DiskMaster will run the ED program, replacing the %s in the command name with the name of the file you selected.

Setting up DiskMaster to call NewCLI is even easier. Follow the above procedure, but instead of entering “ED %s”, enter “NewCLI”. Now, when you click the External Command gadget, DiskMaster will create a new CLI window for you on the Workbench screen.

5.2.10. [Configure/Set Device] — Renaming a Device Gadget

This feature is used when you want to rename one of the **Device** gadgets. The Device gadgets are the top six Operation Gadgets in the center of the screen. If the configuration has not been saved, DiskMaster will find out which devices are currently on your system. You may want to customize these for faster access to frequently used directories such as C: or Devs: or another assigned directory. Select **Set Device** from the **Configure** menu then select a Device gadget. A requester will prompt you for a new Device name. Enter the new name and press [Return]. Although only six Device gadgets are displayed, DiskMaster is capable of storing up to twelve Device names. Place the pointer on the bottom Device gadget (the sixth button from the top). Press the Menu button on the mouse to scroll the Device gadgets up one position. The bottom Device gadget position is now empty and may be assigned a Device name. You may scroll through the remaining five positions using the same method. To move the Device gadgets down,

place the pointer on the top Device gadget and press the Menu button on the mouse. Repeat this action to scroll the rest of the Device gadgets.

5.2.11. [Configure/Save Config] — Saving a Configuration

After you've changed everything, make sure your Workbench is not write-protected. Select **Save Config** in the **Configure** menu. All of the current changes and colors will be saved in your Workbench **Devs:** directory. Now your new configuration will be loaded automatically the next time you run DiskMaster.

5.3. [Archive/...] — The Archive Menu

5.3.1. The Archive Functions:

[Archive/Arc Add]
[Archive/Arc Extract]
[Archive/Arc List]
[Archive/Zoo Add]
[Archive/Zoo Extract]
[Archive/Zoo List]
[Archive/LHArc Add]
[Archive/LHArc Extract]
[Archive/LHArc List]

Several archive utility programs exist which are used to compress one or more files into one compact file for storage or transfer via modem. Since the most popular archive utilities to date are **Arc**, **LHArc** and **Zoo**, we will discuss the use of these particular archive utilities with DiskMaster. These programs are available as public domain or shareware, and you can find them through

your local Amiga dealer, Amiga User's Group or from the Fred Fish Public Domain Software Library. They may also be found on public bulletin board systems supporting the Amiga.

Note: Arc, LHArc and Zoo are not part of DiskMaster. They are stand-alone utilities, capable of many functions. Only the most common functions have been included in DiskMaster. DiskMaster does not have full control over outside utilities, so be careful when using them from DiskMaster.

To use Amiga Arc, LHArc and Zoo with DiskMaster, place them in the C: directory of your system disk. The system disk is either the WorkBench disk you used to boot the system, or the disk that you assigned as SYS:. The nine archive items in the **Archive** menu are: **Arc Add**, **Arc List**, **Arc Extract**, **Zoo Add**, **Zoo List**, **Zoo Extract**, **LHArc Add**, **LHArc Extract**, and **LHArc List**. These are the standard commands used to add or create, extract from and list the contents of archive files. If you use Arc, LHArc and Zoo exclusively, you will not need to alter these commands. However, there are other programs available that may have one or more functions of Arc, LHArc or Zoo, but operate faster or more efficiently. There are also other archive utilities available that you may wish to use in place of either Arc, LHArc or Zoo.

To change one of these commands, make sure no files or directories are selected and then select the **Archive Menu** option that you wish to modify. A requester will appear, showing you the AmigaDOS command which is executed when you select that menu item. You may modify this command to use different options for the archive program you use or even a different archive program entirely. Examples of alternate commands are displayed in each requester. Please refer to the documentation that comes with the archive program for more details on the proper syntax of commands.

5.3.2. Working with Archives

5.3.2.1. Creating or Adding to an Archive File

Select all files to be archived. (Be sure the names are no longer than 12 characters if using Arc) and select **Arc Add**, **LHArc Add** or **Zoo Add** from the Archive menu, depending upon which archive format you wish to use. A requester will appear asking for the new archive file name. A path may also be included in the archive name. You may also select files and enter an archive name that already exists to update or add to the archive. Press [Return] to start the operation. Arc, LHArc or Zoo will then be loaded, and given the selected file names. DiskMaster will move to the background and open an output window on the Workbench screen. The output window will display the status of the operation.

5.3.2.2. Extracting Files from an Archive

Select the files to be unarchived and select **Arc Extract**, **LHArc Extract** or **Zoo Extract** from the Archive menu. A requester appears to allow you to specify the path to put the extracted files into. Click on **Okay** to extract the files.

5.3.2.3. Listing the Contents of an Archive

Select the archive and select **Arc List**, **LHArc List**, or **Zoo List** from the **Archive** menu.

6. Files and Directories

6.1. Reading Directories

The six gadgets at the top of the Operation Gadgets column are called **Device Gadgets**. Click on one of these to display the contents of a directory in the Source window. To list a directory in one side or the other, click over the window you wish to use and select the Device Gadget you want. To list the contents of a sub-directory, double-click on the name of that sub-directory in either Display Window. Its contents will be displayed in the same window. Or after clicking on a subdirectory name, quickly click in the opposite window and the sub-directory contents will be listed there. This is useful when you want to copy from one directory to another directory on the same disk.

6.2. Returning to the Previous Directory

The **Parent** gadget will take you one directory higher in the directory tree.

6.3. Making a Directory

To create a new directory within the Source directory, click on the **MakeDir** gadget. A requester will appear with the current path listed. Change the path name by appending to it the name of the directory you wish to create. If you wish, you may backspace over the current path name and enter a new path and directory. Click on **Okay** or press the [Return] key to complete the operation.

6.4. Copying Files and Directories

Select the files and directories you want to copy. The window containing these files or directories will become the **Source window**. Be sure the directory you want the files and/or directories

copied to is displayed in the other window (now the Destination window). Click on the **Copy** gadget. If any directories were selected, you will be prompted to enter a pattern. The pattern listed in the requester will be the default saved in the configuration file or the pattern used in a previous operation. To copy all files in the directories selected, change the pattern to *****.

6.5. Moving Files and Directories

Select the **Move** gadget to remove the original files and directories from the Source directory after each file has been copied.

6.6. Deleting Files and Directories

This option erases files and directories from your disk, so it should be used with caution. Select all files and/or directories to be deleted and click on the **Delete** gadget. This will only delete files in the Source window. If any directories were selected, you will be prompted to enter a pattern. If you want to delete all files in the directories, change the pattern to *****.

6.7. Renaming Files and Directories

Select all files and/or directories to be renamed, and select the **Rename** gadget. A requester appears for each file or directory. Edit the name and click on **Okay** or press the [Return] key. To skip one of the files selected, click on **Cancel**. To abort further renaming, click on the **Abort** gadget. To add an extension to all selected files, backspace over the name or press the **Right- Amiga** key and the letter **X**, then enter a ***** and the extension. For example, ***.pic** will add **.pic** to the end of all selected files.

6.8. File Protection

Selecting **Set Protect** from the configure menu and setting it to **---ARWED** will un-protect your files. Setting it to **---ARWE-** will protect files from deletion. Refer to the **[Configure/Set Protect]** section for details on the protection bits. Select **Okay** when finished.

6.9. File Update

The Update gadget is displayed in the **Set Protect** requester window whenever you have selected **Set Protect** from the **Configure** menu. Its function is to update the date and time of the file without doing anything else. Clicking on the Update gadget will toggle it on or off. Select the files you want to update and click on the **Protect** gadget. If Update is active, the Protect gadget will set all files and directories selected to the current time and date and will not change the current protection of the file.

6.10. File Comments

File comments are displayed on the far right of the files and directories. To edit these, select the files, select the **Comment** gadget and enter the new comment for each file.

6.11. Searching for Files

Select all directories you want to search and select the Search gadget. A requester will appear, asking for a filename or pattern. Enter a filename or pattern, then click on **Okay** or press [Return]. When a match is found, either press [Return] to continue the search, select **Okay** to read the directory containing the file or select **Abort** to stop.

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7. *Text Files*

7.1. *Reading Text Files*

Select the text files that you want to look at and click on the **Read** gadget. Move the mouse to the center of the screen. The beginning of the text file will be displayed and paused. Moving the pointer up or down slightly will scroll the text up or down slowly. Moving the pointer further up or down will scroll the text quickly for scanning. Click on the **Close** box in the top left corner of the screen to go on to the next file or return to the DiskMaster screen. Press the escape key to abort reading any more files. Press the **[B]** key to move to the bottom of the text. Press the **[T]** key to move to the top of the text. Press the **[space bar]** to Pause.

7.2. *Printing Text Files*

Select the text files you want printed and click on the **Print** gadget. DiskMaster will use the Preferences printer driver but will present you with a requester allowing you to change several printer attributes including **Draft/NLQ**, **Pica/Elite/Fine**, and **Page Length**. The DiskMaster print requester also allows you to toggle gadgets that will print out additional information. These are **File Name** and **Date & Time**, to be printed at the top of the first page, and **Page Numbers**, which will print the page number at the bottom of each page. Most controls on the print requester are toggles or will cycle your choices as you click on them. Clicking to the left and right of **Lines/ Page** will increase or decrease the number of lines per page. Clicking in the center of **Lines/Page** will change it to 0, and will turn off page breaks. Select **Print** to start printing the file. Click on the **Cancel** gadget to stop printing.

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8. *IFF Files*

8.1 *Viewing IFF Pictures*

Select the files that you wish to view and click on the **ShowPic** gadget. If any directories were selected, you will be prompted to enter a pattern. The first picture will be loaded and displayed. If the picture color-cycles, then press the **[TAB]** key to toggle color-cycling. To load the next picture, click either mouse button or press any key other than TAB. The **[ESC]** key will abort viewing of any other files. If you want to print the IFF picture currently displayed, press **[P]** on the keyboard. A print requester box will appear on the diskmaster screen with a default setting of normal. This setting will print the picture without distortion on an 80 column printer. To change the size of the printout, click on either side of the **Width** or **Height** values to increase or decrease the number of pixels to print. Click on **Normal** to activate the new settings. Using these options, you can print the picture larger or smaller than normal and change the proportions of a picture. These settings cannot be stored from session to session.

8.2. *Playing IFF Sounds*

Select the sound files that you wish to play back. Click on the **ShowPic** gadget with the Menu button of the mouse. Notice the the ShowPic gadget now reads **PlaySnd**. Clicking on the ShowPic gadget swaps it back and forth between ShowPic and PlaySnd. When it reads PlaySnd, click on it with the Select button on the mouse. The files you selected will be read in, and played back on the Amiga's audio channels.

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